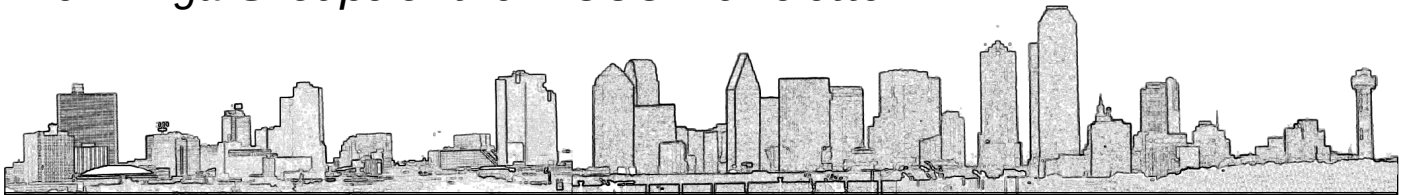


The AGM Journal

The Amiga Groups of the MCCC Newsletter



Fort Worth

Volume 16 Issue 3 — June 1998

Dallas

Kickoff The Future With Amiga®

Amiga Inc.'s strategic direction and future plans include new software technology, system availability and Web site

London, UK — May 15, 1998 — Amiga Inc., a pioneer in multimedia development, today announced plans to provide a new software architecture that will offer enhanced levels of performance and useability for the Amiga community. Amiga will develop and license software technology that offers leading multimedia solutions for the emerging digital convergence market.

"Amiga has the opportunity to move ahead of the industry in setting standards to follow," said Jeff Schindler, general manager of Amiga, Inc. "By working closely with Amiga developers and user groups, we will all have the opportunity to share in this exciting, emerging market."

To build upon Amiga's legacy as a multimedia leader, the company announced Amiga OS 4.0 which is slated to launch in November of '98. Amiga OS 4.0 will have a new user interface and support Amiga legacy software with an integrated emulator. Hardware developers are already working on solutions for software and hardware backward compatibility with the new Amiga architecture.

Amiga, Inc. also announced plans to unveil a personal computer that is an industry standard architecture solution. The new system will provide a bridge to the next generation of Amiga technology. The system is scheduled for availability in November with a suggested retail price of USD \$999. These systems will be available through Amiga International.

Also available soon, Amiga Inc. will host www.amiga.com, the official web site for developer news, information, and relations. Amiga International's site, www.amiga.de, will continue to be the location for Amiga distributors and legacy product sales and licensing.

About Amiga

Amiga, Inc., is a technology company targeting the next generation of consumer operating systems with a continued focus on multimedia. Since the introduction of the Amiga A1000 in 1985, Amiga has represented the embodiment of the efficient use of memory and hard drive capacity, while pioneering industry developments in multimedia, 32-bit multi-tasking and autoconfiguration. AMIGA led the industry in combining computer graphics, animation, and film sequences with stereo sound known today as multimedia.

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AGM

World of Amiga 1998

The Announcement — The Show — Opinion

by Patrick Anderson (patrick@ourskool.demon.co.uk)

May 16-17, 1998 — This year's World of Amiga was very eventful. I attended the announcement on Friday evening and then went to the show on Saturday. Last year, my show report fit into just a few paragraphs. This time I have decided to break it into several sections: *The Announcement!*, *The Show*, and *My Opinion*.

The Announcement! (Friday Evening)
The long wait is over! Amiga Inc finally made their big announcement Friday evening. As we waited for the "show" to begin, most people in the crowd were buzzing with excitement. There were a lot of jokes about the announcement being delayed yet again. At first, it looked as if the room might be pretty empty for the announcement, but it was nearly full by the time things started.

Finally, Petro made his way to the podium. He made a few introductory remarks and thanked the organizers of the World of Amiga. Then he introduced Jeff Schindler. Jeff started off by saying that patience would be rewarded. He then introduced several members of the Amiga team. Jeff explained that there were at least 15 different business plans put together before this final one was approved by Gateway. It was approved about two weeks ago, and Jeff said he has hardly slept since. In fact, he was up until 2AM on Thursday night trying to work out some key decisions. Unfortunately, a big part of the future rests on some of these decisions. Amiga Inc. does not want to rush things, and therefore decided to cut 1/3 of their scheduled presentation. Jeff said they were very close to some deals and decisions, but did not want to jeopardize anything by speaking too early. Amiga Inc. hopes to have the other 1/3 of the presentation within the next 30 days.

After taking deep breath, Jeff started the presentation (which was done on a PC using PowerPoint — a couple of people yelled out "Should have used Scala!"):

Amiga in a Box

- Patents — Amiga owns several key patents
- Chipset — the custom chips gave the Amiga an early multimedia advantage

- CPU — has always been a Motorola 68K machine
- Needs to catch up — New processors, new standards, etc.
- Limited Opportunities

Time to Kick Down the Walls

- Awesome technology — 5 times the capabilities of other systems
- Freedom of choice
- Enthusiastic following
- World wide community
- Amiga way of life
- Beyond the next frontier
- Unlimited Opportunities

Outside the Box!

- Being able to brag again about the AMIGA!!!!

The Breakthrough

- Ease of use — The Grandpa/Grandma test: If they can use it, anyone can!
- Affordability!
- High performance multimedia
- Open architecture
- Evolves — No buying a system only to be outdated in 6 months
- FUN — An Amiga has to be fun!!!

Digital Convergence

- Internet — connecting people and information
- Digital media and entertainment — digital realism and expression of imagination
- Electronic paradigm shift — digital appliances prolific

Digital Convergence Market

- Sub \$500 computers
- Set top boxes
- Internet appliances
- Portables
- Game consoles
- TV/PC
- Tower computers

Who owns this market? NO ONE!!!

Revolutionary Architecture

- Multimedia processor
5 to 10x today's PC
Screaming 3D / 400 million pixels per second
3 or 4 MPEG streams



- High speed Internet
- Sub \$500 computer solution
Lower cost for digital appliances
- Breakaway OS technology
- Convergence ware

Carl Sassenrath on the New Amiga

Carl really was amazed. He couldn't believe the performance that the new Amiga was going to have. He is excited that the Amiga will once again "blow the socks off everything else!" Jeff also said that R. J. Mical was very excited, but the again, everything excites him.

How do we get there?

- Amiga Classic — OS3.1, AGA, 68K
- Amiga Bridge — OS4.0, x86 (Developer system available November '98)
- Digital Convergence — OS5.0, new architecture (Available end of '99)

The Bridge system could be available to the public if there is enough interest. It will have OS4.0 running on the x86, with Amiga classic support through Amiga Forever and the Siamese V4.

Building Blocks

- Backward compatibility — emulation and Siamese
- Cornerstone OS kernel may be replaced — expect a decision in the next 30 days
- Revolutionary architecture in development
- Amiga developers support as well as other developers
- Developer kits will be available as soon as possible and the Bridge systems will be ready this year

Wrap up

Jeff then introduced Allan Havemose, Ph.D., who will head the software development for Amiga Inc. Then Jeff explained that the possible new core for Amiga OS could be JavaOS, Linux, or an embedded system. Amiga Inc. has also decided that OS3.5 was not worth the effort. Most people have already updated their OS, and developing OS3.5 would only delay their plans. AmigaOS 5 will be dependent upon a new revolutionary chip that they are unable to discuss at the present (but it's not Intel!). The decision to use the x86 architecture as the Amiga Bridge was due to several factors. First, the development tools for the "magic" processor are available on x86, but would need porting to PowerPC. Also, they will be able to take advantage of Gateway's alliances to have cheap development machines. Amiga OS 5 will have support for the Amiga Classic.

The Show!

Brian Donahue and I arrived at about 40 minutes prior to the show. People already started lining up to get in and by the time the doors opened a couple of hundred of people were waiting. Since we already bought our tickets, we were able to just walk in.

When we got in we stopped for a moment to decide where to go first. At that moment, the power went out. I guess all the exhibitors must have turned on their systems at the same time. The outage only lasted about 3 minutes, but it was funny to watch everyone in the dark. As soon as the lights went out, people got there lighters out and were still trying to check out the bargains at the many stands.

And there were a lot of good deals to be had. It seems that most vendors learned their lesson from last year when many sold out of popular games and hardware. Of course, the most sought after items were Quake and Genetic Species. Both were impressive... very impressive. Brian had trouble deciding which to buy, but finally settled on Quake.

The Amiga booth was crowded with people trying to find out the big Amiga news. Darrick Lisle spent the whole day fielding questions and explaining Amiga's plans. Petro was doing what he does best: Talking to users and promoting the Amiga. He was signing anything that you asked him to sign. A lot of people bought the new Amiga Theme CD and had Petro sign that. Amiga was also giving out Amiga stickers, boing ball metal stickers, and mouse pads. They also hosted an Internet connection for an IRC chat, Haage & Partner's demo of EasyWriter, Active's NetConnect, a Genetic Species demo, and more.

Another popular booth was Siamese's. Steve Jones was showing off Siamese and rallying Amiga users behind the Bridge solution. He is really optimistic about the future of the Siamese. He stated that his primary goal isn't current Amiga owners, but ex-Amiga users, Mac to PC transitioning people, and PC owners with VideoToaster needs. He wants to get people introduced to the Amiga by using the "stealth" approach. Get them to buy the card to allow them to run Mac software or the Toaster. Then, in 6 months when he updates the software, let the Siamese say, "Oh, by the way, I'm an Amiga... Don't you just love me!" The Siamese V4 looks impressive, will introduce many people to the Amiga, and will be the fastest Amiga ever. As Steve said, don't think of it as an Amiga stuck in a PC. Think of it as an Amiga with a 200Mhz co-processor with free video drivers for all the newest video cards. I.E. the PC is just a slave to the Amiga card! I was impressed, and I put a deposit on one of the cards.

CU-Amiga and Amiga Format were there selling a ton of magazines. In CU's booth, they had Quake running. They also hosted White Knight and Wolf Dietrich from phase5. Wolf was demonstrating the super Cybervision board and a PowerUp board. There was a lot of interest in what phase5 had to say after the big announcement from

Amiga Inc. Lets just say they weren't too happy. Amiga Inc. did say they were willing to talk to Phase5 if they wanted to also make a Bridge system.

Epic Marketing tempted me with Elastic Dreams. This relatively low cost image manipulation program is very PowerGoo on the Mac. It looks like a lot of fun, but I could think of a real reason to use it.

Another show highlight was the Amiga Theme Song. Annex performed a song and dance routine with the Amiga created music pumping in the background. Everbody seemed to like the German techno music. It may not be a Top 40 hit, but how

many other computers have their own song? (P.S. To here a sample of the song, goto Annex's page!)

Holger Kruse was awarded the AAA award for his contribution to the Amiga scene. His Miami TCP/IP stack has enabled thousands of Amiga users to easily

access the Internet. It looks like might have renewed competition from Genesis, the updated version of AmiTCP from Active.

AmigaSoc organized a series of conferences throughout the show. The only one that I attended was the one on Java. I was hoping to hear that Java would be available in a month or so. Jeroen Vermeulen, who is working on Merapi for Haage & Partner, was there to explain what is taking so long. He said that he basically didn't want to do a quick port a JavaVM, but he wanted it to be able to take advantage of the Amiga's key features. One example is that most JavaVM are very memory greedy. He wanted to eliminate this from an Amiga JavaVM. He is not trying to make any proprietary changes to his Java implementation. It will be based on Sun's standard. When someone asked about whether Microsoft's version of Java would influence him, he stated that it appears to him that Microsoft's version is illegal. (He also said "screw Microsoft," bringing a loud round of applause. Jeroen is working very hard on Java and has submitted many corrections to Sun regarding their JavaVM specifications (and most were accepted by Sun.) Java is still a while away, but it will be worth the wait. Overall, the crowd was disappointed, but very understanding. Jeroen seems to be doing a thorough job of implementing Amiga Java.

Other than that, there was just a ton of people shopping and gawking. I could write more, but it was so overwhelming, I have trouble remembering everything I saw. I can't wait until Computer '98 in Cologne!

My Opinion

Hearing the BIG news from Amiga Inc. was very confusing. I went through a lot of emotions thinking about: optimism, anger, sadness, glee, disappointment... But now, I have had time to think everything through and I have decided this is the best thing for the Amiga.

I was hoping that Amiga would announce a new computer that would compete with the latest PowerMacs and PeeCees. But instead, they have gone beyond that. They are shooting for a new revolution.

I was hoping that Amiga would announce a new computer that would compete with the latest PowerMacs and PeeCees. But instead, they have gone beyond that. They are shooting for a new revolution

seen Apple's think different ads! Instead of competing in the cut throat computer market they are going to go with an architecture that outperforms them while at the same time being affordable and highly scalable.

Amiga OS 5 looks to be a revolution in computing. A super OS and a super

"mystery" chip. I'm glad they didn't try to target what is available now. I'm looking forward to the day when I can buy an Amiga phone, TV, computer, portable, etc. All of these will be available if Amiga is successful.

A lot of people are very disappointed that the interim solution is based on x86 systems. Remember, it is only temporary! X86 happens to be the platform that required development tools are on. It would just delay things to port them to PowerPC and then start work on Amiga OS 5. We are in hurry... aren't we? And with the Siamese inside, you'll still have a screaming Amiga.

I look at it this way. Gateway could have said "Screw you," and just abandoned the Amiga and started working on "NEW" OS for this new chip. But instead, they are trying to involve the Amiga community in this revolution. We have the opportunity to be a part of a paradigm shift. To do that, we may have to use an x86 for a year. In the end, it will be worth it.

Our only choices are:

- a) Give up (and buy a PC or Mac?)
- b) keep our old Amigas as they are and shut up about the lack of Java, H/W, ICQ, Real Audio, etc., or
- c) do our best to help Amiga Inc. reach their goals and be the first to reap the benefits of this revolution.

I'm choosing option C. It will be a fun ride, and I'm looking forward to the new millenium now more than ever!!!! AGM

The Announcement

by David McKernan (Dave@dmckernan.force.co.uk)
& Mark Logan (Logan-M2@ulst.ac.uk)

This was thrown together (very quickly) to try and make some details of WOA 98 available. The following information is to be regarded as **NON-OFFICIAL** ie; not a press release. All version numbers are to be regarded as "working titles."

This information was gleaned purely from exhibitors including Wolf Dietrich, Darreck Lisle and Joe Torre. (The "Boing" shoes were the first thing I saw.)

Ok — important points first, followed by details...

There will be **NO** AmigaOS Version 3.5 release

We will instead be going straight to AmigaOS 4.0. Darreck stated that Amiga Inc. did not want to release something that would be regarded as a minor update in comparison. Instead, something wonderful is about to happen. Ok — let's see your reaction to the next point.

AmigaOS 4.0 will be for **INTEL** platforms

No joke — This is part of the overall plan to start development for the "Wow" machine to be released later in 1999. The reason for the temporary jump to the Intel platform? The jump will be made to enable the gradual development of software for OS Version 5.0. In order to retain compatibility with legacy software, the OS 4.0 systems will simply be using the Index "Inside Out" by Siamese Systems. So why don't we just develop using our Amiga's? Answer: Because we'll be using a new modern multimedia-based OS kernel which runs on an Intel platform, which the Amiga platform doesn't have development tools for... Sound familiar?

Darreck Lisle couldn't reveal which kernel will be used (and intended to be shown at WOA98) due to something "not being signed properly," however it is known that they considered Linux, Java and BeOS. Joe Torre also mentioned BeOS at least twice in relation to incremental development of the kernel. As usual, nothing was given away but I (personally) think it's BeOS. (They also had a quote from Jean-Louis Gasse on one of their press releases. Don't blame me if I'm wrong though!

AmigaOS Version 5.0 release

AmigaOS Version 5.0 will be back on Amiga! (I didn't know how to phrase that; whatever a new Amiga will be!)

"The Chip": It's a processor Jim, but not as we know it!

One of the strangest things was that they referred to "the chip" as "not being a processor." Apparently, the chip can emulate other processors — ie; given an entirely different instruction set. (We were told it has x86 emulation — we're not sure about PPC, but it definitely doesn't have 68K emulation).

So what's this miracle chip? No-one would say. It was simply referred to as "the chip." Everyone was under NDA. The new machine was also referred to as the "Wow machine" — simply because of everyone's reaction. Fleecy Moss mentioned that he had just bought a Voodoo 2 based gfx card for his, and thought it was pretty good — until he saw "the chip" in action. He said that "at times, it was difficult to tell the difference between the real and computer generated action." (My interpretation — DMck)

Somebody asked if they had exclusive rights to "the chip" — they don't, but Joe Torre said that one of the advantages of having Gateway as their parent company was that they knew Intel's plans three years in advance! Another question was why this chip couldn't just be put onto a PCI card; Joe replied with a comparison of "Having a PentiumII

The prototype is capable of handling 400 MILLION textured / blended / fogged / whatevered pixels per second. Darreck mentioned that it can handle (decode) 4 simultaneous High Definition Television data streams coming in at once and it wouldn't even "make a dent in the processor."

as a keyboard controller."

"... it made Carl Sassenrath drool"

Some unofficial specs: The prototype is capable of handling 400 MILLION textured / blended / fogged / whatevered pixels per second. Darreck mentioned that it can handle (decode) 4 simultaneous High Definition Television data streams coming in at once and it wouldn't even "make a dent in the processor." Impressive.

...and this was on the patched, thrown together version of the chip. Joe mentioned a tenfold increase in power after optimization, however I suspect this was exaggeration used for emphasis of the processing power.

Every time this new machine was mentioned, phrases such as "Mind blowing" were very much in evidence. To

(unofficially) quote Darreck Lisle... "This new machine will be released at a price of \$500. It'll blow everything away." (And yes, that was dollars). When talking to Darreck, everyone got the impression that there was going to be a radical step forward in computing. This was later confirmed by Joe Torre at the Amiga Hardware seminar later in the day.

Their plans for the new Amiga are... ermmm... uhh WOW!

Oh yeah... there was an Amiga show too! phase 5 gave a demonstration of their new CyberVisionPPC. Don't know Cyberstorm specs but it was playing three mepgs and running Benoit concurrently and perfectly smoothly. "Does this answer your questions about multi-tasking under PPC?" asked Wolf Detrich. It did.

Ateo concepts were there with their Pixel64 and Ateo Bus expansions. Nice low cost solutions which looked great.

Paul Nolan gave an extremely impressive demonstration of Photogenics NG. It was a pre-alpha version but the finished product is due to be released in the coming months. Price: about 100.

Some Dutch guy working for Haage & Partner (sorry, I didn't get your name) gave an overview of their "Merapi" project — development is slow so it'll be sometime yet before we see it. Haage & Partner, give this guy a hand — hire some more people!

Annex were there, singing the Amiga Theme — the CD looked to be selling well. Sounds good too. Will they go platinum?

AAA Awards. And the winner is... Holger Kreuse, for his "Miami" TCP/IP stack.

Next time guys, get a bigger hall — There were loads of people there, it was good to see it!

Petro Tyschtchenko was doing his duty by autographing mousemats and stuff. Seemed like he was in good form!

Thanks to...

Amiga Incorporated — For paying for the hire of the seminar hall over the two days, entrance was hence free.

Darreck Lisle — For answering the same ques-

tions over and over and over and...

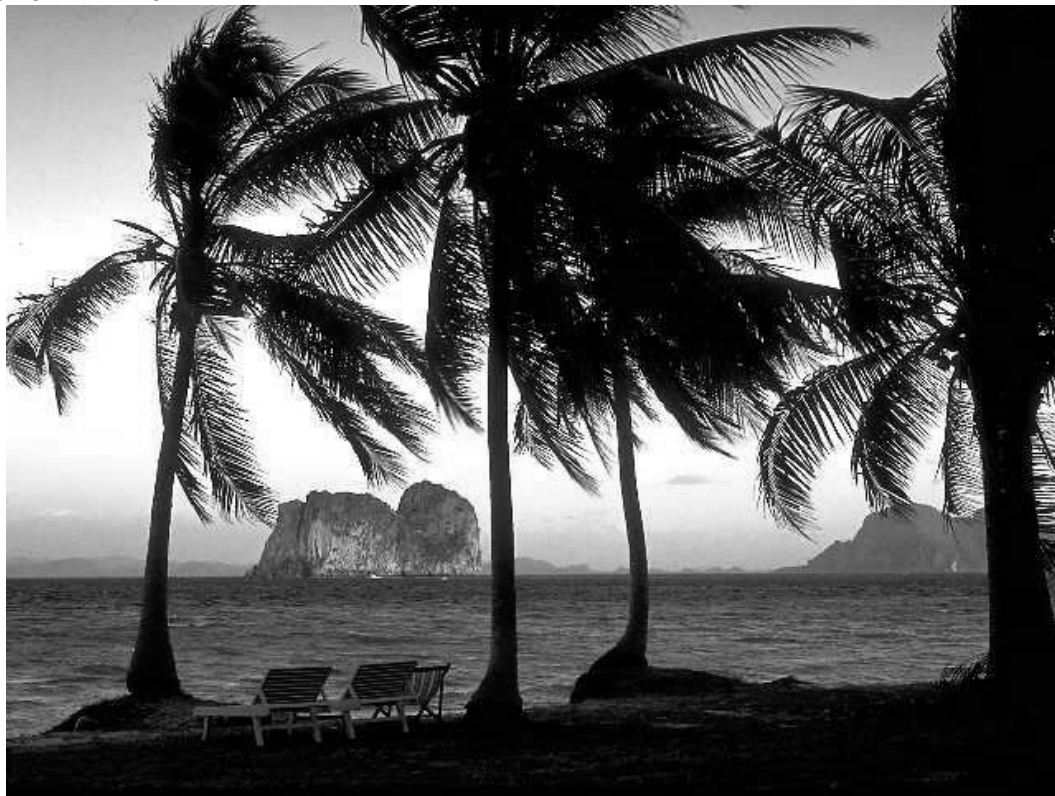
Annex — For putting on a great show — I love my new CD!

Petro — For signing loads of stuff and being an all-round nice guy.

The guy giving out the "Amiga" and "Powered by Amiga" stickers. (Didn't get your name — sorry!)

Wolf Dietrich — For the CybervisionPPC demo, and for making WarpOS look slow.

Everyone else — For turning up and supporting the Amiga. AGM



Partners

*phase 5 and Haage & Partner announce cooperative effort
They promise continued support for the PowerPC integration*

May 18, 1998: In a joint announcement after the recent World of Amiga show in London, and as a reaction to the plans revealed by Amiga Inc., Haage & Partner and phase 5 digital products have emphasized their full and continued support for the PowerPC integration. With joint efforts, both vendors will further support the developers and the users of PowerPC technology, and will ensure a fast growing number of stunning and powerful applications. With many thousands of PowerUP boards being shipped so far, a number of installed systems which is rapidly growing, the PowerUP boards already provide an attractive market for all developers. This fact is underscored by many upcoming PowerUP releases of major Amiga software packages, and the increasing support of software vendors which has been agreed on during the WoA even after the announcements of Amiga Inc.

Haage & Partner and phase 5 digital products emphasized that the competition of their different approaches towards PowerPC integration, as well as the public dispute about this, are a matter of the past. "We will ensure that users of PowerUP system have a transparent integration of their PowerPC software, and will see a rich variety of most powerful applications to be released soon" say representatives of both companies. Further development of PowerPC system software shall be done with close consul-

tations between the companies; beside that, cooperations in the development of powerful PowerPC-based system libraries and other OS extensions are being discussed.

In meetings of the managements of Haage & Partner and phase 5 digital products with Amiga Inc. already during the WoA show in London, it has been agreed that a new proposal will be presented to Amiga Inc. which outlines an alternative option to "Amiga Bridge" system planned by Amiga Inc.

This alternative is a new PowerPC-based system, which will feature the planned Amiga OS upgrade and can be out for sale in the retail channels by end of the year. Beyond incorporating standard industry components and interfaces, such a system can provide additional options which allow for creative development and expansion in the spirit of the Amiga and can also run the current and next releases of AmigaOS.

Based on the PowerPC, this system will also provide continuity and innovation for all users and developers, and will allow the Amiga community to take part of such stunning developments such as Motorola's new AltiVec technology, an extension to the G4 PowerPC processors which will provide a breathtaking performance already early next year. With approval and support of Amiga Inc., this technology can introduce the long-awaited revival of

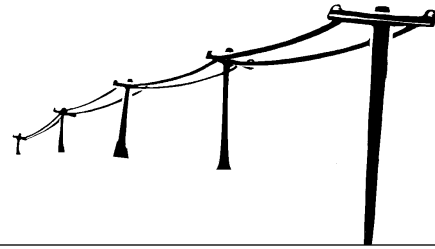
the Amiga platform already this year, quickly providing a growing market of powerful systems which users can buy, and for which developers can develop and sell software and add-ons.

Haage & Partner and phase 5 digital products also encourage all Amiga developers who want to participate today in an existing innovation, and who want to be a part of an Amiga market which provides growth, continuity and innovation from now on and during the next years, to speak out now and commit themselves to support the PowerPC as the heart of the next generation of Amiga systems. AGM



BBS News

*The Best of The BBS Uploads
Selected by Bill Raecke*



I have to be careful what I write here or this will look as though I forgot to update this article since the April edition. Once again, we have an update to Miami, the best way to connect to the internet. This month features just a minor upgrade to version 3.0b. There are multiple files:

- MIAMI30B-000.LZX
- MIAMI30B-020.LZX
- MIAMI30B-MAIN.LZX
- MIAMI30B-GTL.LZX
- MIAMI30B-MUI.LZX

There is a nice collection of pictures this month that you should consider adding to your collection... if you have a collection. Or do as I do — use them as Workbench backdrops on a 16bit Workbench screen.

- PARADISE07.JPG
- PARADISE08.JPG
- PARADISE11.JPG
- PARADISE15.JPG
- PARADISE19.JPG
- OREGONCOAST02.JPG
- OLYMPICPARK.JPG
- DALLASNIGHT01.JPG

- DALLASNIGHT02.JPG
- CHICAGONIGHT01.JPG
- CHICAGONIGHT02.JPG

I have been using ARQ in my system for a number of years now to improve the look of the system requesters. It has worked well for me, but it's been a long time since the last upgrade; and in this age when many people (if not most) run their Workbench in 256 colors or greater, it could use a little spicing up. Well, MRQ (MRQ.LZX) to the rescue. It patches your requesters like ARQ does, but it's MUI based and it supports the use of multiple colors. You can even supply your own artwork (in the form of brushes) that the program will use rather than the standard brushes that come with the package. Anyway, it looks great! Check it out.

I started this article with a repeat from April. I'll end the same way. This month we have still more datatype updates:

- AKJFIF43.185.LZX for JPEG pics
- AKSVG43.185.LZX for Superview pics
- AKPNG43.185.LZX for PNG pics
- AKLJPG43.185.LZX for lossless JPEG pics AGM



CyberStorm

A review of phase5's Cyberstorm MKIII accelerator

by Fabian Jimenez of the National Capital Amiga Users Group

Well, I finally did it! I broke down and bought a Phase 5 CyberStorm MKIII accelerator from National Amiga. I was darn lucky too. It was the last one Greg Scott had in stock! The CyberStorm MKIII features the Motorola 68060 CPU clocked at 50 MHz, 4 SIMM sockets, and an Ultra-Wide SCSI controller.

The CyberStorm MKIII came in an unmarked black box. Remembering the box I saw the CyberVision 64/3D in, this seems to be a common motif with Phase5. Inside was the card, a manual, installation software, and some spacers for Amiga 4000T installation. The manual was both in German and English, and had clearly pictured illustrations on how to install the card as well as terminate the onboard SCSI controller. Unlike the 3640 040 card the CyberStorm is replacing, the 060 CPU did not require any heat sink or fan cooling device to be mounted to it. Impressive!

The first thing you are told to do is install the modified AmigaOS libraries from the provided floppy. After this is done, you can then power down your machine and begin to take it apart. Having a 4000 desktop, I had to remove the front face plate as well as the floppy drive bay assembly to gain access to the CPU portion of the 4000's motherboard. Removing the 3640 and placing the CyberStorm is was fairly easy, after checking one jumper on the motherboard. I placed two 16 meg SIMMs into the first bank of SIMM sockets. The CyberStorm MKIII does require you to buy memory chips in pairs.

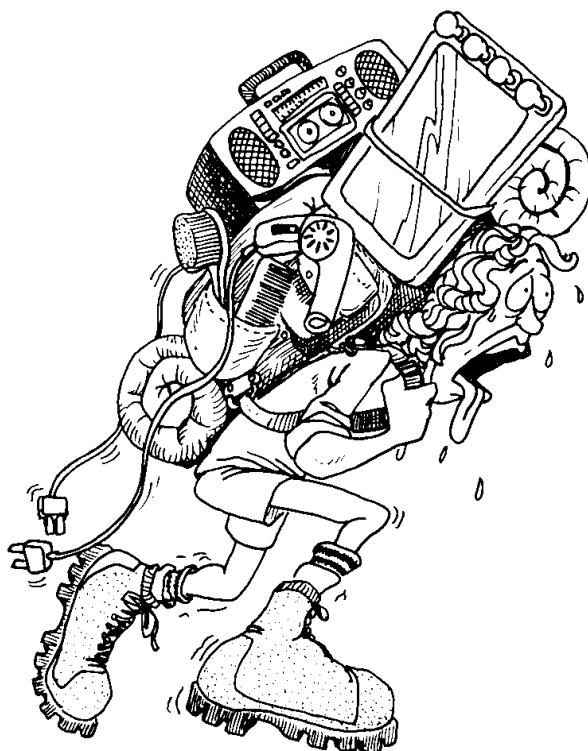
Pretty confident that everything had gone well up to now, I reassembled my 4000 and turned it on. The machine turned on and booted fairly quickly. Opening and closing windows on the Workbench were noticeably faster, as well as running common applications. I tested everything from Multiview, Final Writer, Ibrowse, Ppaint and ImageMaster. It was amazing to see how responsive the machine was. Most noticeable was the increased responsiveness from CPU intensive games like Doom, Descent, and the Quake Demo. Even my ShapeShifter worked without a hitch and seemed as speedy as a low end PowerMac.

Running unscientific speed tests, my 040 4000 jumped from 25 MIPS (Meaningless Information Provided by Salespeople) to a whopping 125 MIPS under the 060 CPU. Also the transfer rate on my 4000's IDE controller went from 1.7 meg/second to 2.7 meg/second after installing the card. I was able to run Miami TCP, Ibrowse, AmIRC, and play an MPEG-audio file at high quality with no significant drain on my 4000's multitasking.

My only complaint about the CyberStorm MKIII was the decision by Phase5 to install an Ultra-Wide SCSI controller. It may be a little bit of overkill to have 40

megs/second transfer rate for my Amiga. I know this was done since the MKIII is based on their PPC PowerUP design where such a controller would be more logical, but have you priced Ultra-Wide SCSI drives and cables? Maybe one day I will save up the \$90 I will need to buy the cable, terminators, and adapters to use my older SCSI devices. I don't know when I will be able to afford those Ultra-Wide hard drives! The cheapest one I found was a 4 gig drive for \$450.

In the end, if you can upgrade your Amiga to an 060 CPU I would highly recommend you get the CyberStorm MKIII from Phase 5. I have heard of problems people have had with other 060 accelerators, especially the ones made by Apollo. The 060 gives your Amiga the power it needs to run some fairly CPU-intensive applications. Even if you don't render files in Lightwave, web browsing is 100% better with this CPU. AGM



Meeting Notes



Amiga By-The-Loop Meetings Johnny C. Kitchens

April usually means a time of transition for a number of things. The weather usually makes a change toward warmer temperatures. This year due to El Nino we seemed to stay about the same. The same can be said for the Amiga. Lots of talk, but not much action from Gateway. By the time you read this, the announcement that points to the future for the Amiga will have already been made. It has already begun to shake everything up that has to do with the Amiga. Early reports sounded terrible, but more reliable reports begin to sound lots better! A complete redo of the Amiga! More later, I am sure.

The April meeting kicked off with the announcement that we had 2 2000's for sale in the club. These are donations to the club and the money will be put to good use. We had an announcement that appeared in the paper that Gateway was moving headquarters to California. This was followed with talk of Gateway releasing 3.5 OS in the third quarter. The big announcement of May killed that. We next had a discussion of the differences of 3.0 and 3.1. All I can say is get 3.1. Our glorious leader Ned Kelly told us that he had acquired a CD-R and MasterISO 2.0, and would attempt to demo that for us next month, May. We next covered the Siamese system and its various configurations. Talk on MetCom followed, and will we have one this year. We will decide in May! A final question on the sizes of GVP memory modules came up. Hopefully we cleared that up.

Our main presentation was a video presentation made by Mark Stodola of the recent Gateway '98 Amiga show held in St. Louis, which I was lucky enough to attend. Even though I was there, seeing the video certainly brought back memories of the excitement.

May certainly was worth looking forward to. The rumor that Gateway would make a big announcement and show off what they were planning was truly exciting. First good news since ESCOM showed off their failed attempt at a new Amiga. Gateway did make a big announcement, which brought about mixed feelings everywhere. 3.5 is dead, a developers machine in November referred to as the November machine, a 4.0 OS that will only work on the November machine, and a new Amiga with 5.0 OS in 1999. The new Amiga, referred to as Amiga II, will feature as of

yet unnamed super CPU that will speed up the Amiga to speeds beyond any Pentium. I have to say, this is the kind of news the Amiga community has been waiting for since 1994. Like the news or hate it, we need a direction, and hopefully we have got it. If Gateway pulls this off, we will have one heck of a machine to get our hands on, just like in 1985.

Our meeting of May started with talk of the big announcement, and as you can see we got one. We next announced our plans for MetCom as they stand for now. We will have a show similar to the one last year, with a club from Austin attending this time. Make your plans and be ready to come. Our first question of the night concerned the setup of the keys for Miami. While they may seem complicated, their setup really is quite simple. Hope we cleared it up for him. Another member brought along his system, and needed help getting it set up so that it could boot from the hard drive. We fixed that easily enough. We had a question on getting 3.1 ROMs for the 500. As I have said before, get 3.1! Finally a question on MIDI and SCSI for the Amiga was brought up. No they are not dirty words.

Finally, Ned Kelly, as promised last month, brought along his 4000 with CD-R and MasterISO and went through the steps of showing how easily an Amiga can burn a CD-ROM. It is amazing that any computer can easily create a CD today. Doing so gives you great access to a large number of computers, as CD-ROMs have become a necessity due to most software coming in that format. With 650 MB of storage, truly huge software programs can be put into a very convenient package, or a large amount of data can be archived. The next step... DVD.

Joke of the Month

The son telephoned his mother and asked,
"What did you think of the bird I sent you?"

~

Mom: "Well, It had a kind of gamey taste."

~

Son: "You cooked it??!! Oh no. That was a rare
South American parrot. It spoke 5 languages!"

~

Mom: "Then it should have said something."

The MCCC

Statement of Purpose: The Metroplex Commodore Computer Club is a not-for-profit organization devoted to the collection and dissemination of computer knowledge, to the encouragement of computer education, and to the use of Amiga (formally Commodore) computers in the home, at school, and in business.

Legal Stuff: The MCCC is not connected with Amiga, Inc. Amiga, the Amiga logo, and Amiga OS are trademarks of Amiga, Inc.

Meetings and Membership: Our meetings are open to all. Family membership dues are \$24 per year or \$15 for six months and entitle the member to a mailed copy of the newsletter and free access to the club's extensive public domain and shareware software library. An additional \$12 annual fee provides access to the MCCC multi-user Bulletin Board System.

AGM Journal

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Advertising: The AGM Journal accepts two kinds of advertising. Member ads are those which are submitted by a member and which are not of a commercial nature. There is no charge for member ads. Commercial ads are those which advertise multiple like items for sale. Rates for camera-ready commercial ads are as follows for a single month or (prepaid consecutive three months): Full Page — \$36 (\$96); Half Page — \$18 (\$48); Quarter Page — \$12 (\$32); Business Card — \$6 (\$16).

Articles: Members are encouraged to submit articles. Articles may be submitted in virtually any Amiga-generated format. They may be uploaded to the MCCC BBS or sent via e-mail to wraecke@flash.net, or submitted on disk.

Deadline: The deadline for submissions to the AGM Journal is 7am of the fourth Saturday of each month. Payment must accompany all ad copy. Make checks payable to MCCC and mail c/o Bill Raecke, 2614 Charolais Way, Arlington, Texas 76017.

Extra Copies: Extra Copies of the AGM Journal are available at \$1 per copy. Orders should be forwarded with the required fee by the newsletter deadline.

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BBS Numbers

Metro.....	33,600 BAUD.....	817-268-4191
Local.....	28,800 BAUD.....	817-280-9900

Web Site

<http://www.startext.net/np/agm/>

Calendar Of Events

June 2 MCCC Board of Directors Meeting
7:30 pm — John Malmstrom's place
437 Circlevue Drive S, Hurst

June 9 Amiga By-The-Loop Chapter
7:30 pm
Bell Helicopter Training Facility
Trinity at Norwood, Hurst

June 18 Amiga North Dallas Chapter
7:30 pm
SMU Building
Collins Blvd. & International Parkway
Richardson
(Park in ALECATEL employee parking
across partkway)

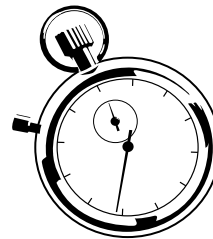
June 27 July Newsletter
Deadline

Membership Watch

Memberships Expired in May

Allan Casanova
Alan Gilchrist

Jack Detore
Dwight Kirvin



Memberships Expiring in June

E.W. Barksdale
Bob & Aurora Chancy
Frank Kszyminski

David Campbell
Michael Ellis

The AGM Journal

MCCC

P.O. Box 813

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Note Membership Expiration on Label